1:Lipkind E-5 (1937) 1948 SP9 Caraja SP9

Games.—Of numerous games, the most important is a formal wrestling match which is an indispensable part of most religious ceremonies and of all intervillage visits.

Narcotics and stimulants.—Like the other tribes in this region, the *Carajá* have no alcoholic beverages. They smoke tobacco in short cylindrical pipes (fig. 21, *c*). They are heavy smokers, some of the children beginning before they are weaned.

SUPERNATURALISM

Cults.—*Carajá* religion consists of two distinct cults: a cult of the dead and a mask cult (fig. 24). The cult of the dead, which is under the direction of the priest, has for its object the placation of ghosts by a periodical ceremonial which comes to its climax in several large calendrical feasts. The most important of these feasts is the Big House Feast, which is celebrated shortly after the beginning of the rainy season. All the villages which comprise a ceremonial unit come to the one village where the feast is conducted. There is a great mass of ceremonial addressed to various classes of ghosts, but the central portion of the ceremony is the impersonation of animal ghosts. Another important feast, already mentioned, occurs at the height of the dry season and is directed toward the control of enemy ghosts. Two other feasts held in the dry season are chiefly for the entertainment of the ancestors.

The mask cult is concerned with the worship of another class of supernaturals. It consists of an elaborate routine of feasts, interrupted only by death. In these feasts, conducted by the shaman, the supernaturals are impersonated in the complex dances mentioned above.

The two cults are independent of each other and are both strictly men's cults. Any women intruding upon the secrets of the cults is subjected to gang rape and remains a wanton thereafter.

Shamanism.—A shaman is trained by apprenticeship to an older shaman. A certain amount of medical lore is taught but the essence of the training is learning how to communicate with supernaturals in a state of trance.

There is a considerable amount of sorcery. The main technique is bottling a supernatural being into a small image and then directing it into the body of the victim. As almost all deaths are interpreted as the result of sorcery, feuding is continual.

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